

VIDEO GAME CARTRIDGE  
FOR THE ATARI 2600 VCS™

ATARI<sup>®</sup> 2600™

# KRULL

FROM THE MAJOR MOTION PICTURE!



\*KRULL © 1983 Columbia Pictures Industries, Inc.



**NOTE:** Always turn the console **POWER** switch **OFF** when inserting or removing an Atari Game Program™ cartridge. This will protect the electronic components and prolong the life of your Atari 2600™ Video Computer System™ game.

## A PROPHECY FULFILLED

... And the Beast sailed his Black Fortress through the darkness of space, past a thousand planets, until he landed on the planet of Krull. And from the depths of the Fortress came an army of inhuman soldiers—called Slayers—who ravaged the planet in the name of their hideous master. And Krull was plunged into darkness.

But the Prophecy foretold the arrival of the Beast, and predicted one slim ray of hope for the people of Krull: "...Then shall a girl of ancient name become queen, and the king she chooses shall rule the planet. And their son shall rule the galaxy."

The future queen of whom the Prophecy spoke is Princess Lyssa, and the young king she chose is Prince Colwyn. Together they can destroy the Beast and save Krull.

But will they be able to make an alliance and save the planet?

A hasty marriage ceremony was arranged for Lyssa and Colwyn. The Beast was alerted by his spies, however, and the ceremony interrupted at the last minute by Slayers, who stormed the castle walls and carried Lyssa off to the Black Fortress. The future of Krull lies in Colwyn's ability to find his bride, and in their ability together to conquer the Beast. The road to the Black Fortress is a dangerous one—the Slayers, the Beast, and a deadly Crystal Spider all lie in wait.

You are Colwyn's only guide through the journey ahead; you'll need both strength and wisdom to destroy the Beast. But remember—the Prophecy is on your side. Good luck and safe journey!

## GAME SUMMARY

(Note: Be sure to read both the **GAME SUMMARY** and the **GAME PLAY** sections before you begin the game.)

Your mission is to find and enter the Beast's Black Fortress, rescue Princess Lyssa, and destroy the Beast. The task is not an easy one, for the location of the Black Fortress changes with each sunrise on Krull.

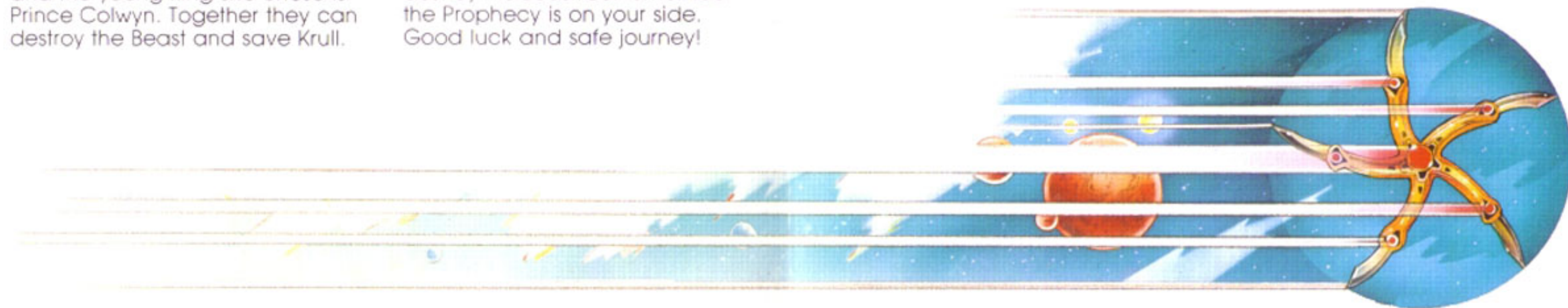
To discover the location of the Black Fortress, you must travel to the lair of the Widow of the Web. Inside the cavern is a gigantic web, a poisonous Crystal Spider that guards the web, and the Widow's Cocoon. When you stand on the cocoon, a blinking light points to one of eight pathways leading to the Black Fortress. If you go down the correct pathway before the next sunrise, you'll find the Black Fortress and the Beast.

If you cannot find the Fortress before sunrise, however, you must return to the cocoon to find the new location of the Fortress.

Inside the Black Fortress you must rescue Lyssa as you dodge fireballs thrown by the Beast. Once Lyssa is free, she will give you the power to destroy the Beast.

You begin the game with three lives. Extra lives and special weapons called Glaives can be picked up when you travel across the Iron Desert during the course of the game.

**Sunrise and Sunset:** At the top of your screen is a strip showing the passage of the sun. The color of the strip shows the time of day: red indicates sunrise and sunset, blue indicates daytime, and black indicates nighttime.





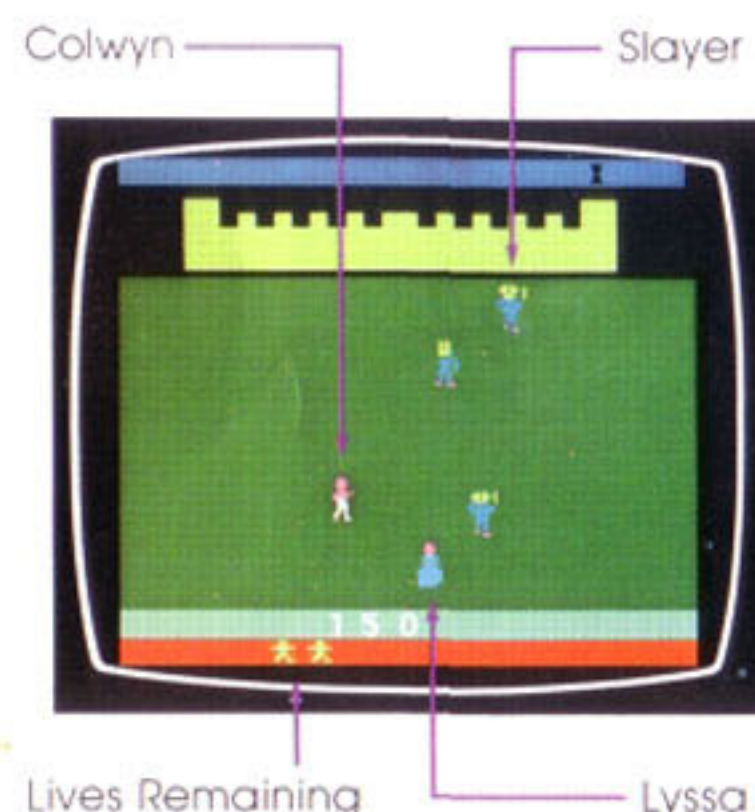
## GAME PLAY

You begin the game with the marriage of Colwyn and Lyssa, travel through the Iron Desert to the Widow's Cavern, and end the game in the Black Fortress.

### Colwyn's Marriage to Lyssa:

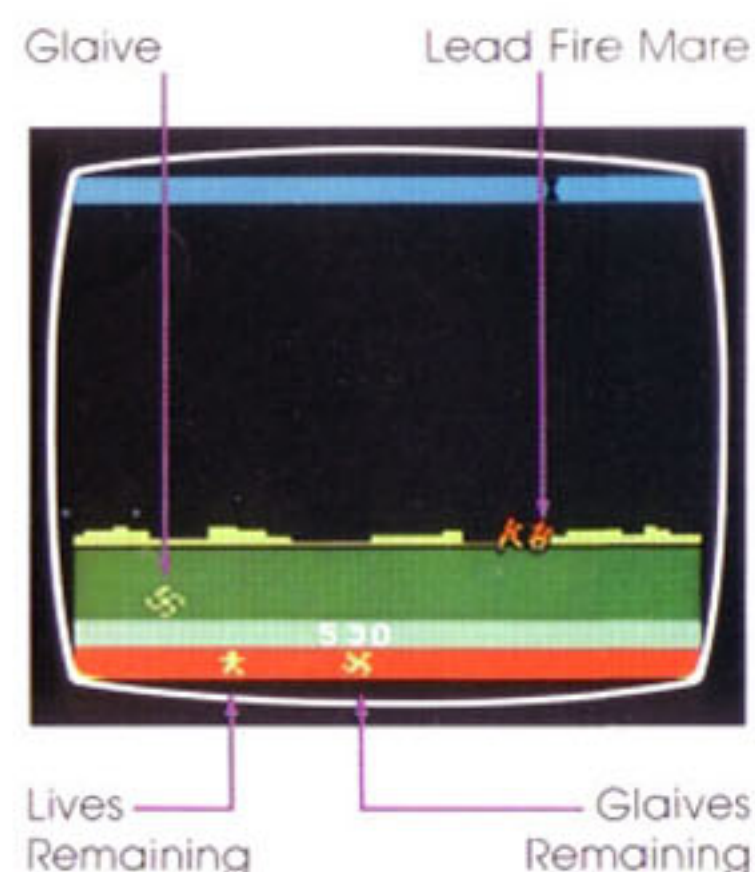
Slayers interrupt the marriage of Colwyn and Lyssa by storming over the castle walls. To protect Lyssa, you must use your sword to eliminate Slayers. The faster the Slayers march, the more points you'll earn by stabbing them. But watch out for their neon spears—one touch means death!

Eventually the Slayers will capture Lyssa and take her to the Black Fortress.



**The Iron Desert—Riding the Fire Mares:** In the Iron Desert you must pick up Glaives to fight the Beast, as well as extra lives. You'll cross the Iron Desert on the back of a Fire Mare. To pick up Glaives and extra lives, press your red controller button as the object passes beneath your lead Mare. When your lead Mare is directly over the object to be picked up, the object will flash momentarily.

Extra lives and Glaives that are picked up will appear in a strip at the bottom of your screen (see diagram).

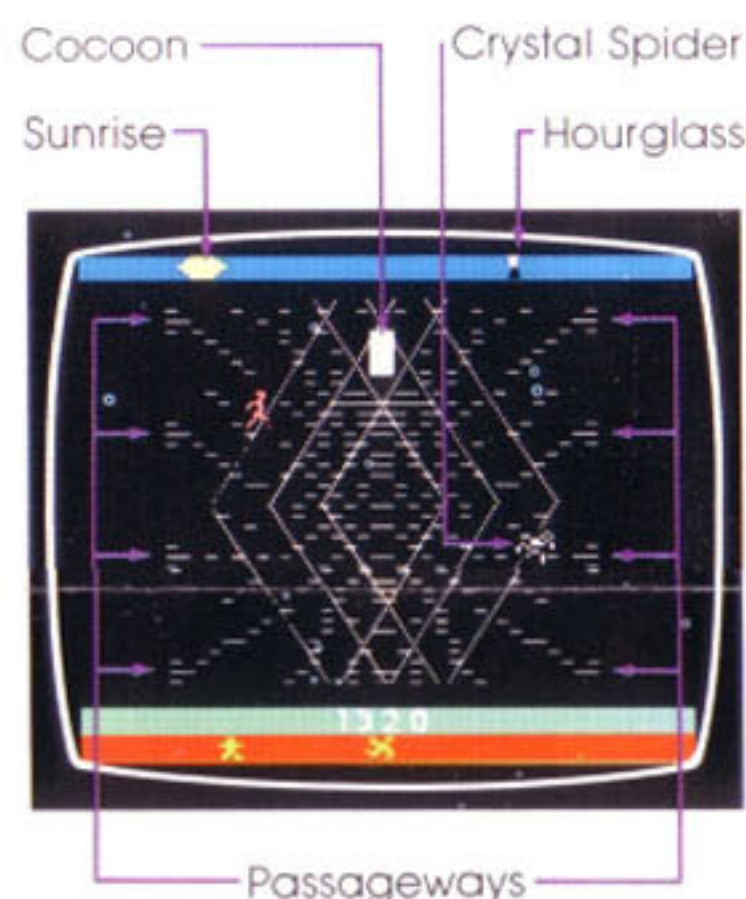


**Widow of the Web:** Jump over strands of the Widow's web to reach the cocoon, located at the top of your screen. You'll score points for jumping over strands of the web, and for the first time you reach the cocoon. The strands of the web are sticky; you can't jump if you are touching one of the strands. Most of all, watch out for the Crystal Spider—its bite is deadly.

You have a limited amount of time to reach the cocoon; the hourglass at the top right of the screen counts down the time. If it runs out before you reach the cocoon, the spider will rush toward you and will take one of your lives.

When you reach the cocoon a flashing white light indicates the correct passageway to the Black Fortress. This passageway leads to the Black Fortress—but only until the next sunrise. You must reach the Black Fortress before the sun rises, or you will have to return to the web to find its new location. (Note: The blinking indicator light will disappear when you move off the cocoon.)

If you travel down a pathway and the Black Fortress doesn't appear, your Fire Mares will automatically turn around and take you back to the Widow of the Web. Each time this happens, however, you'll lose an extra life, or if no lives remain, you'll lose a Glaive.

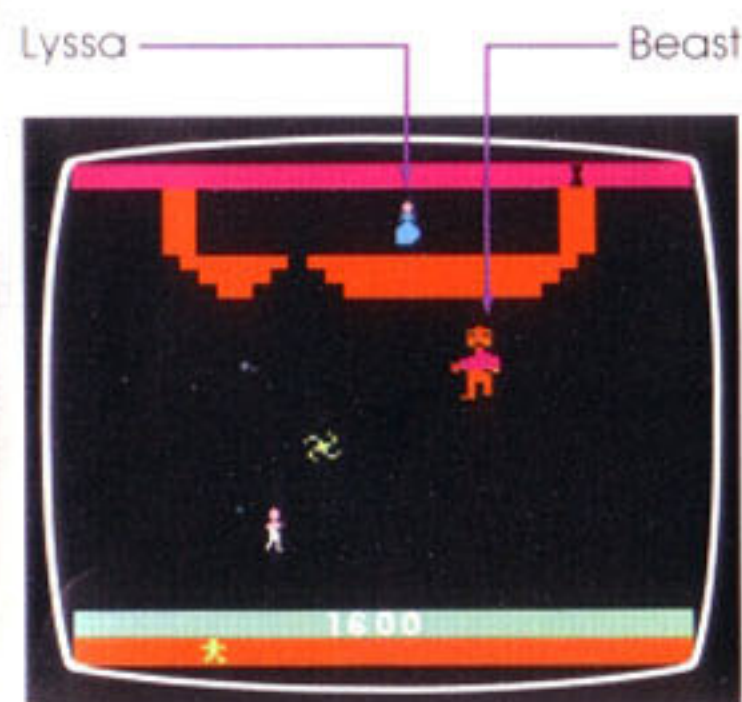


**The Black Fortress:** Lyssa is locked away in a prison behind the pacing Beast. Throw your Glaive to break away chunks of the prison. To activate the Glaive, press the fire button; to throw the Glaive, simply release the button. Make sure to catch the Glaive when it rebounds from Lyssa's prison. You can steer the Glaive with your Joystick during its flight towards the prison, but the Glaive will rebound straight down after it hits the prison wall.

You can lose Glaives two ways: when your Glaive hits the Beast, or when you fail to catch a Glaive after it rebounds from the prison wall. If you have no Glaives left, you can leave the Black Fortress through exits at the lower right and left of your screen. You may not leave the Black Fortress while you have any Glaives remaining.

When you've broken a hole into Lyssa's prison that is large enough to admit a Glaive, throw the Glaive into the prison. Lyssa will travel down to Colwyn, giving him a fireball with which to kill the Beast. Throw the fireball directly at the Beast and he will be destroyed.

After the Beast has been killed, the game starts over at a more difficult level of game play. You can continue playing until all extra lives have been lost.



## SCORING

Feat	Points
Stabbing Slayers	10-90
Reaching the Widow's Cocoon	500
Jumping Web Strands	40-60
Destroying the Beast	3000
Breaking into Lyssa's Prison	70 per chunk

## USING THE CONTROLLER

Plug one Joystick Controller firmly into the **LEFT** controller jack at the back of your console. Hold the controller with the red button to your upper left, toward the television screen.

Use your Joystick to move Colwyn around the screen—he moves up, down, right, left, and diagonally in the direction you move the Joystick. Use the red fire button to stab Slayers, to pick up extra lives and Glaives, to jump over strands of web, and to throw Glaives and fireballs inside the Black Fortress.

## CONSOLE CONTROLS

**GAME SELECT/GAME VARIATIONS:** Press **GAME SELECT** to choose the game variation you want:

Game Variation	Level
Game 1	Regular
Game 2	Beginner
Game 3	Intermediate
Game 4	Advanced

Game play becomes progressively more difficult as you move from the Beginner level to the Regular, Intermediate, and Advanced levels. The spider web becomes more difficult to climb, the sun rises and sets at a faster pace, you have less time to reach the Widow's Cocoon before the Crystal Spider descends upon you, and the Beast's attacks are more frequent.

**GAME RESET:** Press **GAME RESET** or the red button on your controller to start the game.

**DIFFICULTY SWITCHES/TV TYPE SWITCH:** The **DIFFICULTY** switches and **TV TYPE** switch have no function in this game.

## HELPFUL HINTS

■ Start playing on Game level 2—the Beginner version—to become familiar with game play. Then move on to harder levels.

■ Make sure you have at least one Glaive before entering the Black Fortress, since you'll need a weapon to rescue Princess Lyssa and fight the Beast.

■ If you think you may not have enough time to reach the Black Fortress before sunrise, simply wait on the Widow's Cocoon until the next sunrise. Then go down the new path to the Black Fortress.

■ Try to reach the Widow's Cocoon from the upper left side of the web. Maneuver yourself to the web center—the movement of the web will pull you up to the cocoon.







Call toll-free:  
(800) 672-1404 (in California)  
(800) 538-8543 (Continental U.S.)

Atari welcomes your comments. Please address all correspondence to:

Atari, Inc.  
Customer Relations  
1312 Crossman Avenue, P.O. Box 61657  
Sunnyvale, California 94086

#### GAME CARTRIDGE LIMITED NINETY DAY WARRANTY

ATARI, INC. ("Atari") warrants to the original consumer purchaser that your ATARI® Game Program cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at one of the ATARI Regional Service Centers listed below:

Atari, Inc.  
1312 Crossman Ave.  
Sunnyvale, CA 94086

Atari, Inc.  
5400 Newport Dr.  
Suite 1  
Rolling Meadows, IL 60008

Atari, Inc.  
12 B World's Fair Dr.  
Somerset, NJ 08873

Atari, Inc.  
2109 East Division St.  
Arlington, TX 76001


This warranty shall not apply if the cartridge (i) has been misused or shows signs of excessive wear, (ii) has been damaged by being used with any products not supplied by ATARI, or (iii) has been damaged by being serviced or modified by anyone other than an ATARI Regional Service Center.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusions or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.



A Warner Communications Company 

ATARI, INC., Consumer Division, 1312 Crossman Ave., P.O. Box 61657, Sunnyvale, CA 94086  
C019741-82 REV. A 2682